

(19) World Intellectual Property Organization
International Bureau



(43) International Publication Date
18 December 2003 (18.12.2003)

PCT

(10) International Publication Number
WO 03/103786 A1

(51) International Patent Classification⁷: **A63F 3/00, 9/10**

(21) International Application Number: **PCT/CA03/00819**

(22) International Filing Date: **5 June 2003 (05.06.2003)**

(25) Filing Language: **English**

(26) Publication Language: **English**

(30) Priority Data:
2,389,787 7 June 2002 (07.06.2002) CA

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(81) Designated States (national): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NI, NO, NZ, OM, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

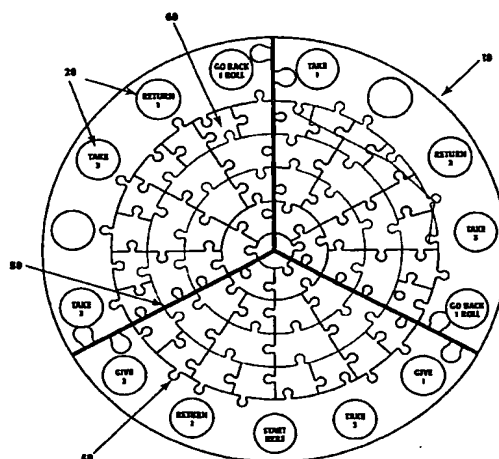
(84) Designated States (regional): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Published:

- with international search report
- before the expiration of the time limit for amending the claims and to be republished in the event of receipt of amendments

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: **PUZZLE GAME APPARATUS AND METHOD OF PLAY**



(57) Abstract: The present invention provides a puzzle game apparatus and method of play, where in the game involves the construction of a jig-saw type puzzle. The game apparatus comprises a game board (10) having a number of task indicia (20) identified thereon which are arranged in a path formation. These task indicia may provide actions by which a player may acquire or relinquish playing pieces. The game board additionally includes a puzzle creation region (30) which is integrally part of the game board. The perimeter of the puzzle creation region has a number of attachment mechanisms (40) by which playing pieces are connected thereto. Each playing piece has a predetermined position within the puzzle creation region and has associated with it connection mechanisms which mate with adjacent playing pieces and/or the attachment mechanisms associated with the perimeter of the puzzle creation region. During play, a player moves their player identifier along the path formation acquiring or relinquishing playing pieces as indicated by the task indicia.